

WARHAMMER ARMIES

A SELECTION OF FANTASY ARMY LISTS

BY NIGEL STILLMAN

If you are a Warhammer player already you will be fully aware of how important army lists are as a way of organising your armies. The army lists describe the types of troops available to your army, their weapons, armour and fighting prowess. Army lists also indicate the points values of your troops, so that you can work out armies and plan additions to your forces.

Warhammer Armies is the name of the previous volume of army lists which were designed for the old version of Warhammer. The new Warhammer makes the old Warhammer Armies volume redundant, but we will be publishing a whole range of new army list books for specific races. Under preparation we have volumes dedicated to the Empire, High Elves and Orcs. We are also working on volumes dealing with Dwarfs and Undead. By the end of 1993 we hope to have a full range of army volumes in print, each of which will have Warhammer World background, a painting guide, a new army list, and as much as we can pack in about collecting and gaming with each specific army.

Until the new volumes are ready we have prepared this summarised edition of Warhammer Armies so that existing players will be able to continue to use and add to their armies, while new players will be able to use the lists and start collecting their armies. This summarised edition will be included in Warhammer for so long as we feel necessary.

Existing Warhammer players will notice a few changes in the army lists, but on the whole they follow the same format as the old edition of Warhammer Armies. A few changes have been made because of differences between the old and new Warhammer while other changes are corrections to previous mistakes. We have also redefined the rules on making up armies of allied forces, and we have added a separate list of monsters which will make both of these things easier to use.

HOW TO USE THESE ARMY LISTS

The army lists are designed for you to pick an army of a known points value. If you are approaching your first Warhammer army we'd suggest that 1000 points is a good start. Then you can add 500 points at a time until your army is as big as you wish! 3000 points is a big army and 2000 points will give you enough troops for a full evening's battle.

When players fight it is usual for each side to begin with an equal points value of troops – say 1000 points a side. This means both players pick an army worth up to the agreed points value. It may be less and will often be a few points short simply because there is nothing left to spend the odd point on.

There is a separate list for each army. Each list tells you the proportion of your points you may spend on character models, regiments, war machines and allies. This ensures that your army and that of your opponent are reasonably balanced, and don't consist entirely of cannons or Lord characters. For example, the following limitations apply to the Dwarf army.

Characters	Up to half the points value of the army
Regiments	Between a quarter and all the points value of the army
War Machines	Up to a quarter of the points value of the army
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army

If a Dwarf army of 2000 points were chosen the following limitations would therefore apply.

Characters	Up to 50%	0-1000 points
Regiments	25%-100%	500-2000 points
War machines	Up to 25%	0-500 points
Monsters	Up to 25%	0-500 points
Allies	Up to 25%	0-500 points

CHARACTERS

The points value of characters includes their armour and weapons, magic items they have, and a steed if they ride one. If a character rides a monster its points value is included in the character's points allowance and not the monster points allowance. The monster points allowance is for monsters without riders. If a character rides in a chariot then its points value including any additional crew is included in the character points allowance.

The points value of characters includes the points paid for champions of regiments. A regiment's champion is part of his unit and cannot leave it.

A character may be equipped with any of the weapons or armour available to the ordinary troops in the list for that army. The points cost of weaponry and armour is the standard value and is repeated at the end of this introduction before the army lists themselves. Note that this doesn't mean a character can carry war machines or weapons associated with specific special troops and very unusual weapons. You cannot have a Goblin general ball-and-chain fanatic for example nor a Skaven general plague censer bearer.

WARHAMMER ARMIES

A character may carry appropriate magic items chosen from the magic item cards. The points value for these is indicated on the cards themselves. The following limitations apply.

Character	Maximum number of magic item cards
Champion	One
Hero	Two
Lord	Three
Wizard	One
Wizard Champion	Two
Master Wizard	Three
Wizard Lord	Four

Only twelve magic item cards are included in the Warhammer game, and some of these are restricted to Elves or Goblins/Orcs. The Warhammer Magic supplement will expand this considerably when it becomes available hopefully before the end of 1992. Meanwhile, existing players may wish to continue to use the magic items described in the old Warhammer Armies book. These will be assimilated into the new magic item cards in Warhammer Magic.

Wizards may use Scrolls as well as the other magic item cards. Spells for different kinds of magic will be included in the Warhammer Magic volume. Existing players may wish to continue to use the old Warhammer magic spells until it is available. This is up to you.

Alternatively, you can use the spells printed here. These are not full versions of the Warhammer Armies spell system, which is rather too long to print here even in abbreviated form, but they will serve you well until Warhammer Magic is available. Wizards may have as many spells as they are permitted magic item cards (1, 2, 3 or 4). You may wish to photocopy the spells and paste them onto cards for convenience. The procedure for spell casting is described in the Warhammer rulebook. Note that spells have no points value – the cost of the wizard includes his spell casting abilities.

REGIMENTS

Models are organised into units which we call *regiments*. Regiments must be at least five models strong unless indicated otherwise in the army lists. There is no upper limit to the size of a regiment. The minimum of five models includes its leader, standard bearer, musician and champion if it has them.

All regiments are assumed to include a leader equipped as his men and with identical characteristics. He costs the same points as an ordinary trooper. All regiments may include a standard bearer and/or musician, and these cost double the points value of an ordinary trooper. Standard bearers and musicians are assumed to be equipped with the same weapons as the rest of the unit and fight just like ordinary troopers (see the rulebook for a full description).

Some regiments are permitted magic standards. Warhammer magic will describe these in complete detail, meanwhile a selection is listed later.

Units may include champions. Champions are always equipped exactly as the rest of the unit – they are especially big, tough, or experienced members of their unit. They may be the unit's leader, although not necessarily. Champions always fight with their regiment and they cannot leave it. Their points cost comes from the points allocation for characters.

WAR MACHINES

War machines includes all the artillery and other machines of war available to the army including steam tanks, cannons, flame cannons, etc.

MONSTERS

Monsters are beasts which are brought along to fight beside the army. They include trained creatures, captive monsters goaded into fighting, and monsters magically bound by spells of obedience. Monsters chosen as mounts for characters are not included in this points allowance, but are included in with the points allowance for Characters instead.

ALLIES

An army may include a proportion of allies, normally up to a quarter of its total value. Allies may be chosen from the lists indicated for each army. For example, a Dwarf army may include Empire, Bretonnia, Wood Elf and High Elf allies.

Allies may be chosen freely from the list indicated except that you cannot choose monsters or further allies. You can choose characters, regiments, or war machines as you wish.

PRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, as this may vary depending on how you choose to equip your troops. Saving throws are not included on the profiles for the same reason, as they may vary depending on what armour you choose to buy.

Cavalry have two profiles, one for the rider and one for the mount. If the mount is an ordinary horse we have simply given the rider's profile with the Movement characteristic altered to 8. This saves a bit of space and avoids giving a whole profile where only one characteristic is used.

M = Movement

WS = Weapon Skill

BS = Bow Skill

S = Strength

T = Toughness

W = Wounds

I = Initiative

A = Attacks

Ld = Leadership

FIREBALL

A ball of bright scarlet magic fire leaps from the wizard's hand and flies towards its target. The fireball flies in a straight line up to 24" and strikes the first object in its path. The model is enveloped by flames and suffers a strength 4 hit. A Wizard Champion may cast two fire balls when he uses this spell, which may be aimed at the same or different targets. A Master Wizard may cast three fireballs, and a Wizard Lord four fireballs in the same way.



WINGS OF MAGIC

The wizard is enveloped by a fabulous brightness which plucks him from the ground and transports him to another part of the battlefield. This spell may be used to move the wizard out of hand-to-hand combat. It can also be used to move into hand-to-hand combat, in which case the wizard counts as charging in the first turn of fighting (this will be the following turn as magic spells are cast after hand-to-hand combat).



EMBRACE OF DOOM

This spell may be cast against any model the wizard is touching – for example a model fighting hand-to-hand combat with the wizard or a model the wizard has moved against using the *Wings of Magic* spell. Pulsating magical power seeps out of the wizard and overwhelms his target. The wizard rolls a D6 and adds his own strength value. If the total is more than the victim's toughness then the victim suffers 1 wound for each points difference. Eg strength + dice roll = 8, victim's toughness = 5, victim suffers 3 wounds. No armour saving throw applies to wounds suffered from the Embrace of Doom.



RADIANCE OF POWER

The wizard casts this spell on any unit of troops or single character model within 36". The target begins to glow with magic power, becoming so bright that it is impossible to look upon. The radiance is so brilliant that it is impossible for any other troops to shoot at the unit or character. The spell lasts until the unit enters hand-to-hand combat, when it is ended immediately. The spell may be dispelled by a scroll during any magic phase, not just when it is cast. The spell can only be cast on one target at a time. The wizard may end the spell in any magic phase after it is cast in order to cast it on a further target.



DISPEL MAGIC

This spell allows the wizard to cancel out a spell cast by his enemy in the same way as a Dispel scroll. It is played out of the normal alternating sequence. If the enemy casts a spell which you want to cancel you may immediately declare that you are casting *Dispel Magic*. Roll a D6. On the score of a 4, 5 or 6 the counterspell is successful and the enemy's spell is stopped. The enemy may not attempt to cast that spell again that turn. If you roll a 1, 2 or 3 the counterspell doesn't work and the enemy's spell works as normal. Regardless of whether you succeed or fail you cannot use that Dispel Magic again that turn. However, a wizard may have several Dispel Magic spells if you wish. If your wizard has further Dispel Magics, or you have several wizards with Dispel Magic, you can continue to try and cancel your enemy's spell if you fail to dispel it, requiring a 4, 5 or 6 each time.

DRAIN MAGIC

This spell enables the wizard to drain away all the magic power over the battlefield. This brings the magic phase to an end for that turn. No further spells may be cast that turn. Any spells which are currently effective are dispelled immediately, for example the *Radiance of Power*. *Drain Magic* does not affect magic weapons and other magic items, except that items which cast spells cannot do so that turn. Spells may be cast normally in the following turn.



EQUIPMENT COSTS

HAND-TO-HAND WEAPONS

A single sword, axe, mace or other hand weapon	Free
An additional sword, axe, etc	1
A double-handed weapon, including double-handed axe, and sword	2
Flail	1
Halberd	2
Spear	1
A lance for a mounted warrior	2

MISSILE WEAPONS

Bow	2
Short bow	1
Long bow	3
Crossbow	3
Repeating Crossbow	4
Javelin	1
Sling	1
Hand Gun	3
Pistol	2

ARMOUR

Shield	1
Light Armour	2
Heavy Armour	3
Barding for steed	4

LIMITATIONS ON CERTAIN CHARACTERS/UNITS

In some cases you can only include one Character of a certain type in your army, or one of a specific unit. Any such limitation is included in the lists. For example, you may only include 1 General model.

ARMOUR

The saving throws for troops is not given on their profile because this is variable depending on the armour they wear. Saving throws are summarised below.

Armour	Save	Cavalry Save
None	None	6+
Shield or Light Armour	6+	5+
Shield & Light Armour or Heavy Armour only	5+	4+
Shield and Heavy Armour	4+	3+
Cavalry with Barding		Adds further +1

MAGIC STANDARDS

War Banner 25 Points.

A War Banner adds an extra +1 to the combat result of a unit. Only one War Banner bonus can be applied to any side in a combat.

Ward of the Brave 25 points.

A Ward of the Brave allows the unit to re-roll a failed break test assuming it is not otherwise allowed a re-roll. Only one re-roll is permitted per turn.

Dread Banner 50 points.

A unit carrying this banner causes *fear* as described in the Warhammer rulebook. Because it causes fear the unit is unaffected by fear itself.

Arcane Standard 50 points.

This banner has powerful counter spells woven into it. If the unit is attacked by a magic spell the Arcane Standard cancels it out on the D6 roll of a 4, 5 or 6 exactly like a Dispel Magic scroll. The Arcane Standard can be used against any spell cast against the unit.

THE ARMY OF THE EMPIRE

Note: The Empire Army list is derived from the special preview army list which appeared in WD 147. This army list is based on the development version for the new Warhammer Armies Empire Army supplement which is being prepared and which will be available before the end of 1992. The Empire army has many special weapons and troop types. Special rules for these can be found in back issues of White Dwarf as indicated in the text.

ARMY SELECTION

- Characters** Up to half the points value of the army
- Regiments and Champions** At least a quarter of the total points value of the army
- War Machines** Up to a quarter of the points value of the army
- Monsters** Up to a quarter of the points value of the army
- Allies** Up to a quarter of the points value of the army
- Allies.** The Empire may ally with Bretonnia, Dwarfs, High Elves or Wood Elves.



CHARACTERS

1 GENERAL OF THE EMPIRE 100 points

The general may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Warhorse (+3 points), or a Monster (see the Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
General	4	6	6	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

0-1 BATTLE STANDARD 80 points

The Battle Standard Bearer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Warhorse (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Battle Standard Bearer	4	4	4	4	3	1	4	2	7

HEROES 65 points

A Hero may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Warhorse (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Hero	4	5	5	4	4	2	5	3	8

CHAMPIONS 30 points

Any regiment may include a Champion armed and equipped as the rest of the unit (see Equipment List for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Champion	4	4	4	4	3	1	4	2	7

WIZARDS

Wizard 56 points

Wizard Champion 118 points

Master Wizard 190 points

Wizard Lord 287 points

A Wizard may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Warhorse (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Wizard	4	3	3	3	4	1	4	1	7
Wizard Champion	4	3	3	4	4	2	4	1	7
Master Wizard	4	3	3	4	4	3	5	2	7
Wizard Lord	4	3	3	4	4	4	6	3	8
Warhorse	8	3	0	3	3	1	3	1	5



REGIMENTS

0-1 UNIT OF

REIKSGUARD KNIGHTS 39 points per model

Armed with Lance, Hand Weapon, Heavy Armour, shield, riding a barded Warhorse. The unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Reiksguard Knight	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

0-1 UNIT OF

KNIGHTS OF THE WHITE WOLF 39 points per model

Armed with Double-handed Maul, Hand Weapon, Heavy Armour, Shield, riding a barded Warhorse. The unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
White Wolf Knight	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

0-1 UNIT OF KNIGHTS PANTHER 39 points per model
 Armed with Lance, Hand Weapon, Heavy armour, Shield, riding a barded Warhorse. The unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Panther Knight	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

0-1 UNIT OF KNIGHTS OF THE BLAZING SUN 39 points per model
 Armed with Lance, Hand Weapon, Heavy Armour, Shield, riding a barded Warhorse. The unit may have a Magic Standard (Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Blazing Sun Knight	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

0-1 UNIT OF OUTRIDERS 26 points per model
 Armed with Repeater Musket or Repeater Pistol, Hand Weapon, Light Armour, riding a barded Warhorse. Special rules for repeater weapons may be found in White Dwarf 152.

Profile	M	WS	BS	S	T	W	I	A	L
Outrider	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

PISTOLIERS 22 points per model
 Armed with 2 Pistols, Hand Weapon and Light Armour, riding a horse.

Profile	M	WS	BS	S	T	W	I	A	L
Pistolier	8	3	3	3	3	1	3	1	7

0-1 UNIT OF REIKSGUARD 12 points per model
 Armed with Hand Weapon, Shields and Heavy Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Reiksguard	4	4	3	4	3	1	4	1	7

HALBERDIERS 7 points per model
 Armed with Halberd and Hand Weapon. Any units may have Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Halberdier	4	3	3	3	3	1	3	1	7

SPEARMEN 7 points per model
 Armed with Spear, Hand Weapon and Shield.

Profile	M	WS	BS	S	T	W	I	A	L
Spearman	4	3	3	3	3	1	3	1	7

GREATSWORDS 7 points per model
 Armed with Double-handed Sword and Hand Weapon. Any units may have Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Greatsword	4	3	3	3	3	1	3	1	7

SWORDSMEN 7 points per model
 Armed with Hand Weapon, Shield. Any units can have Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Swordsman	4	4	3	3	3	1	3	1	7

HAND GUNNERS 8 points per model
 Armed with Hand Guns and Hand Weapons.

Profile	M	WS	BS	S	T	W	I	A	L
Hand Gunner	4	3	3	3	3	1	3	1	7

ARCHERS 8 points per model
 Armed with Long Bow and Hand Weapon. Any unit can have Light Armour (+2 points).

Archers may *skirmish*. See the rules for Skirmishers in the Warhammer rulebook.

Profile	M	WS	BS	S	T	W	I	A	L
Archer	4	3	3	3	3	1	3	1	7

KISLEV WINGED LANCERS 25 points per model
 Armed with Lance, Hand Weapon, Light Armour, Shield, riding a Warhorse. Any unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Winged Lancer	4	4	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

KISLEV HORSE ARCHERS 12 points per model
 Armed with Short Bow and Hand Weapon, riding a horse. Kislev horse archers can *skirmish* as described in the Warhammer rulebook.

Profile	M	WS	BS	S	T	W	I	A	L
Horse Archer	8	3	3	3	3	1	3	1	7

TILEAN CROSSBOWMEN 8 points per model
 Armed with Crossbow and Hand Weapon. Any unit can have Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Crossbowman	4	3	3	3	3	1	3	1	7

DWARFS 10 points per model
 Armed with Hand Weapon and Light Armour. Any unit can have either Spears (+1 points) and Shields (+1 point) or Crossbows only (+3 points).

Profile	M	WS	BS	S	T	W	I	A	L
Empire Dwarf	3	4	3	3	4	1	2	1	9

HALFLINGS 5 1/2 points per model
 Armed with Bow and Hand Weapon. Any unit can have Swords or Spears and Shields instead of Bows.

Profile	M	WS	BS	S	T	W	I	A	L
Halfling	4	2	4	2	2	1	5	1	8

0-1 UNIT OF FLAGELLANTS 9 points per model
 Armed with Hand Weapon. Any unit may have additional Hand Weapon (+1 point) or Flail (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Flagellant	4	3	3	4	4	1	3	2	10

WARHAMMER ARMIES

OGRES 40 points per model
Armed with Hand Weapon. Any models may have Double-handed Weapons (+2 points), additional Hand Weapons (+1 point), Halberds (+2 points), Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Ogre	6	3	2	4	5	3	3	2	7



WAR MACHINES

0-8 STEAM TANKS 200 points
Special rules, White Dwarf 151.

Profile	M	WS	BS	S	T	W	I	A	L
Steam Tank	-	3	3	7	10	5	-	-	10

WAR WAGONS 150 points
Special rules, White Dwarf 149.

Profile	M	WS	BS	S	T	W	I	A	L	Save
Crewman	4	3	3	3	3	1	3	1	7	6+
War Wagon	-	-	-	-	8	6	-	-	-	4+
Warhorse	6	3	-	4	3	1	3	1	-	6+

GREAT CANNONS 100 points each
Three crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Great cannon	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Artillery Piece	Range	Strength	Save	Wounds per hit
Great Cannon	48"	10	none	D4

MORTARS 160 points each
Three crew armed with Hand Weapons and Light Armour. Special rules for Mortars appear in WD147.

Profile	M	WS	BS	S	T	W	I	A	L
Crew	4	3	3	3	3	1	3	1	7
Mortar					7	3			

Artillery Piece	Range	Strength	Save	Wounds per hit
Mortar	16"-48"	models within blast template are hit on D6 roll of 4+	none	1

VOLLEY GUNS 64 points each
Two crew armed with Hand Weapons and Light Armour. Special rules for Volley Guns appear in WD147.

Profile	M	WS	BS	S	T	W	I	A	L
Crew	4	3	3	3	3	1	3	1	7

Artillery Piece	Range	Strength	Save	Wounds per hit
Volley Gun	24"	all hits cause 1 wound on D6 roll of 4+	none	1

0-1 HALFLING HOT POT 50 points
Two crew armed with Hand Weapons. A Hot Pot can be included in the army if the army also includes at least 1 Halfling regiment. Special rules for the Hot Pot can be found in WD150.

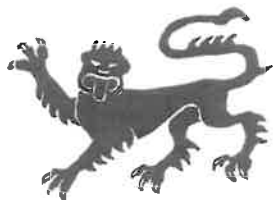
Profile	M	WS	BS	S	T	W	I	A	L
Halfling	4	2	4	2	2	1	5	1	8



THE GRAND ARMY OF BRETONNIA

ARMY SELECTION

Characters	Up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
War Machines	Up to 10% of the points value of the army
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army
Allies: Bretonnians may ally with The Empire, Dwarfs, Wood Elves and High Elves.	



CHARACTERS

1 GRANDE GENERAL OF BRETONNIA 100 points

The general may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Warhorse (+3 points) or a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
General	4	6	6	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

0-1 BATTLE STANDARD 86 points

The Battle Standard Bearer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Warhorse (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Battle Standard Bearer	4	4	4	4	3	1	4	2	7
Warhorse	8	3	0	3	3	1	3	1	5

HEROES 65 points

A Hero may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Warhorse (+3 points) or a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Hero	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

CHAMPIONS 30 points

Any regiment may include a Champion armed and equipped as the rest of the unit (see Equipment List for points values).

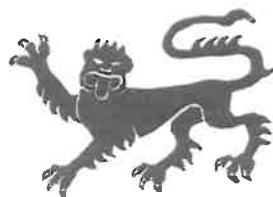
Profile	M	WS	BS	S	T	W	I	A	L
Champion	4	4	4	4	3	1	4	2	7
Warhorse	8	3	0	3	3	1	3	1	5

WIZARDS

Wizard	56 points
Wizard Champion	116 points
Master Wizard	190 points
Wizard Lord	287 points

A wizard may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Warhorse (+3 points) or a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Wizard	4	3	3	3	4	1	4	1	7
Wizard Champion	4	3	3	4	4	2	4	1	7
Master Wizard	4	3	3	4	4	3	5	2	7
Wizard Lord	4	3	3	4	4	4	6	3	8
Warhorse	8	3	0	3	3	1	3	1	5



REGIMENTS

KNIGHTLY ORDERS 31 points per model

Armed with Lance, Hand Weapon, Heavy Armour, Shield, riding a Warhorse. Any units may have Warhorse Barding (+8 points). Any unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Knight of the Order	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

FEUDAL KNIGHTS 25 points per model

Armed with Lance, Hand Weapon, Heavy Armour, Shield, riding a Warhorse. Any units may have Warhorse Barding (+8 points).

Profile	M	WS	BS	S	T	W	I	A	L
Feudal Knight	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	1	1	5

CAVALRY RETAINERS 18 points per model

Armed with Lance, Hand Weapon and Light Armour, riding a horse. Any units may have Shields (+2 points) or Crossbows (+6 points).

Profile	M	WS	BS	S	T	W	I	A	L
Cavalry Retainer	8	3	3	3	3	1	3	1	7

FOOT KNIGHTS 9 points per model

Armed with Hand Weapon and Heavy Armour. Any units may have Double-handed Weapons (+2 points) or Shields (1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Foot Knight	4	4	3	3	3	1	3	1	7

FOOT RETAINERS 5 points per model
Armed with Hand Weapon. Any units may have Double-handed Weapons (+2 points), Halberds (+2 points), Spears (+1 points), Light Armour (+2 points), Shields (+1 points), Bow (+2 points) or Crossbow (+3 points). Retainers may not be armed with more than 1 extra weapon + armour/shield.

Retainers armed with a bow or crossbow can skirmish.

Profile	M	WS	BS	S	T	W	I	A	L
Foot Retainer	4	3	3	3	3	1	3	1	7

BRIGANDS 7 points per model
Armed with Hand Weapon and Light Armour. Any units may have Double-handed Weapons (+2 points), Shields (+1 points), Bow (+2 points) or Crossbow (+3 points). Brigands may not be armed with more than 1 extra weapon + armour/shield.

Brigands armed with a bow or crossbow can skirmish.

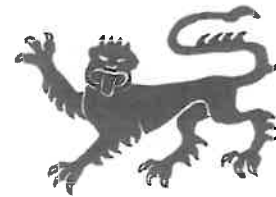
Profile	M	WS	BS	S	T	W	I	A	L
Brigand	4	3	3	3	3	1	3	1	7

PEASANTS 3 points per model
Armed with Hand Weapon. Any units may have Spears (+1/2 point), Shields (+1/2 point) or Bow (+1 point). Peasants may not be armed with more than 1 extra weapon + shield.

Profile	M	WS	BS	S	T	W	I	A	L
Peasants	4	2	2	3	3	1	2	1	6

0-1 UNIT OF HALFLINGS 3 1/2 points per model
Armed Hand Weapon. The unit can have Bows (+1 point), Spears (+1/2 point), or Shield (+1/2 point). A unit may not be armed with more than 1 extra weapon + shield.

Profile	M	WS	BS	S	T	W	I	A	L
Halfling	4	2	4	2	2	1	5	1	8



WAR MACHINES

CANNONS 101 points each
Three crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Cannon	-	-	-	7	3	-	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Artillery Piece	Range	Strength	Save	Wounds per hit
Cannon	48"	10	none	D4

BOLT THROWERS 44 points each
Two crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Bolt Thrower	-	-	-	7	3	-	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Artillery Piece	Range	Strength	Save	Wounds per hit
Bolt thrower	48"	5/-1 per rank	no save	D4

ORGAN GUNS 64 points each
Two crew armed with Hand Weapons and Light Armour. Organ guns are covered by the rules for the Empire Volley Gun as in WD147.

Profile	M	WS	BS	S	T	W	I	A	L
Crew	4	3	3	3	3	1	3	1	7
Organ Gun					7	3			

Artillery Piece	Range	Strength	Save	Wounds per hit
Organ gun	24"	All hits cause 1 wound on the D6 roll of 4+	none	1

STONE THROWERS 71 points each
Three crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Stone Thrower	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Artillery Piece	Range	Strength	Save	Wounds per hit
Stone Thrower	48"	7	no save	D3

HIGH ELF ARMY

ARMY SELECTION

Characters	Up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
War Machines	Up to a quarter of the points value of the army
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army
Allies: High Elves may ally with Wood Elves, Dwarfs, Bretonnians or the Empire	



CHARACTERS

1 HIGH ELF GENERAL 160 points

The general may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
General	5	7	7	4	4	3	9	4	10
Elven Steed	9	3	0	3	3	1	4	1	5

0-1 BATTLE STANDARD 98 points

The Army Standard Bearer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Battle Standard Bearer	5	5	5	4	3	1	7	2	8

HEROES 104 points

A Hero may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Hero	5	6	6	4	4	2	8	3	9

CHAMPIONS 48 points

Any regiment may include a Champion armed and equipped as the rest of the unit (see equipment list for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Champion	5	5	5	4	3	1	7	2	8

WIZARDS

Mage	59 points
Champion Mage	121 points
Master Mage	219 points
Mage Lord	328 points

A wizard may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Mage	5	4	4	3	4	1	7	1	8
Champion Mage	5	4	4	4	4	2	7	1	8
Master Mage	5	4	4	4	4	3	8	2	8
Mage Lord	5	4	4	4	4	4	9	3	9



REGIMENTS

CHARIOTS 82 points each

Chariot drawn by 4 Elven Steeds. 2 Crew armed with Hand Weapon, Light Armour. Extra crew (+10 points each). Crew models may have Shields (+1 point), Longbows (+3 points) or Javelins (+1 point). Chariot may have scythed wheels (+20 points). One chariot may have a Magic Standard.

Profile	M	WS	BS	S	T	W	I	A	L
Crew	5	4	4	3	3	1	6	1	8
Chariot	-	-	-	7	7	3	1	-	-
Elven Steed	9	3	0	3	3	1	4	1	5

SILVER HELM KNIGHTS 31 points per model

Armed with Lance, Hand Weapon, Light Armour, riding Elven Steeds. Any units may have Shields (+2 points) or Warhorse Barding (+8 points - save = 3+ with shield). Any unit may have a Magic Standard.

Profile	M	WS	BS	S	T	W	I	A	L
Silver Helms	5	5	4	3	3	1	7	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

ELVEN REAVER KNIGHTS 23 points per model

Armed with Hand Weapon, Light Armour, riding Elven Steeds. Any units may have Lances (+4 points), Shields (+2 points) or Bows (+4 points).

Profile	M	WS	BS	S	T	W	I	A	L
Cavalry	5	4	4	3	3	1	6	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

0-1 UNIT OF PHOENIX GUARDS 12 points per model
The guards of the Phoenix King, the Elven King of Lothorn. Armed with Hand Weapon, Light Armour. The unit may have Halberd (+2 points) Double-handed Weapons (+2 points), Shields (+1 point), or Spears (+1 point). The unit may have a Magic Standard.

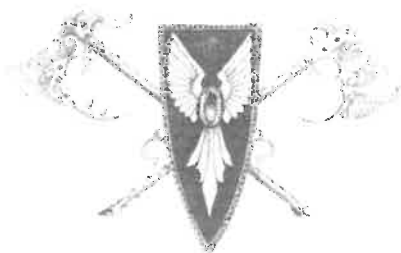
Profile	M	WS	BS	S	T	W	I	A	L
Phoenix Guards	5	5	4	3	3	1	7	1	8

ELVEN WARRIORS 9 points per model
Armed with Hand Weapons and Shields. Any units may have Spears (+1 point), Light Armour (+2 points). Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Spearman	5	4	4	3	3	1	6	1	8

ELVEN ARCHERS 10 points per model
Armed with Bows and Hand Weapons. Any units may have Light Armour (+2 points), and Long Bows instead of Bows (+1). Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Archers	5	4	4	3	3	1	6	1	8



WAR MACHINES

0-6 BOLT THROWERS 50 points each
Two crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	5	4	4	3	3	1	6	1	8

Artillery Piece	Range	Strength	Save	Wounds per hit
Bolt Thrower	48"	5/-1 per rank	none	D4

DWARF ARMY

ARMY SELECTION

- Characters** Up to half the points value of the army
- Regiments and Champions** At least a quarter of the total points value of the army
- War Machines** Up to a quarter of the points value of the army
- Monsters** Up to a quarter of the points value of the army
- Allies** Up to a quarter of the points value of the army
- Allies:** Dwarfs may ally with The Empire, Bretonnia, Wood Elves and High Elves.



CHARACTERS

1 DWARF GENERAL 160 points
The general may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values).

Profile	M	WS	BS	S	T	W	I	A	L
General	3	7	6	4	5	3	5	4	10

0-1 ARMY STANDARD BEARER 98 points
The Army Standard Bearer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Army Standard Bearer	3	5	4	4	4	1	3	2	9

HEROES 104 points
A Hero may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Hero	3	6	5	4	5	2	4	3	10

WARHAMMER ARMIES

CHAMPIONS 48 points

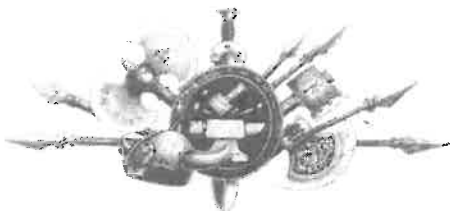
Giant Slayer 63 points

Dragon Slayer 136 points

Daemon Slayer 210 points

Any regiment may include a Champion armed and equipped as the rest of the unit (see equipment list for points values). A Troll Slayer unit may be accompanied by a Giant, Dragon or Daemon Slayer as its Champion.

Profile	M	WS	BS	S	T	W	I	A	L
Champion	3	5	4	4	4	1	3	2	9
Giant Slayer	3	5	4	4	4	1	3	2	9
Dragon Slayer	3	6	5	4	5	2	4	3	10
Daemon Slayer	3	7	6	4	5	3	5	4	10



REGIMENTS

VETERANS 17 points per model

Includes the brotherhoods of the Hammerers, Iron-Breakers and Longbeards. Armed with Double-handed Weapon, Hand Weapon, Heavy Armour and Shield. Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Veteran	3	5	3	4	4	1	3	1	9

DWARF CLANSMEN 11 points per model

Armed with Hand Weapon, Light Armour and Shield. Any units may have Double-handed Weapons (+2 points), Spears (+1 point) or Heavy Armour (+1 point). Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Dwarf Clansmen	3	4	3	3	4	1	2	1	9

DWARF CROSSBOWMEN 13 points per model

Armed with Crossbow, Hand Weapon and Light Armour. Any units may have Double-handed Weapons (+2 points), Shields (+1 point) or Heavy Armour (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Crossbow Dwarfs	3	4	3	3	4	1	2	1	9

THUNDERERS 13 points per model

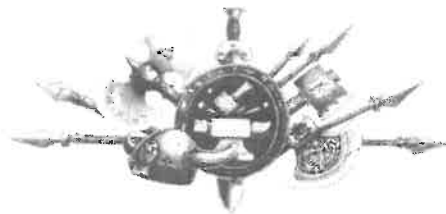
Armed with Arquebus, Hand Weapon and Light Armour. Any units may have Double-handed Weapons (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Thunderer	3	4	3	3	4	1	2	1	9

0-1 UNIT OF TROLL SLAYERS 11 points per model

Armed with Hand Weapon. The unit may have Double-handed Weapons (+2 points), additional Hand Weapons (+1 point) or Shields (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Troll Slayer	3	4	3	3	4	1	2	1	9



WAR MACHINES

0-3 BOLT THROWERS 60 points each

Three crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

Artillery Piece	Range	Strength	Save	Wounds per hit
Bolt Throwers	48"	5/-1 per rank	no save	D4

0-3 CANNONS 110 points each

Three crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Cannon	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

Artillery Piece	Range	Strength	Save	Wounds per hit
Cannon	48"	10	none	D4

0-3 STONE THROWERS 80 points each

Three crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Stone Thrower	-	-	-	-	7	3	-	-	-
Crew	3	4	3	3	4	1	2	1	9

Artillery Piece	Range	Strength	Save	Wounds per hit
Stone Thrower	48"	7	no save	D3

0-3 FLAME CANNON 119 points each

Three crew armed with Hand Weapons and Light Armour. A flame cannon fires a blast of flame like a dragon fire template. Work out damage as for dragon fire.

Profile	M	WS	BS	S	T	W	I	A	L
Crew	3	4	3	3	4	1	2	1	9
Flame Cannon	-	-	-	-	7	3	-	-	-

0-3 FIRE THROWERS 77 points each

Two crew armed with Hand Weapons and Light Armour. Fire Throwers have the same rules as Skaven Warfire Throwers.

Profile	M	WS	BS	S	T	W	I	A	L
Crew	3	4	3	3	4	1	2	1	9

Artillery Piece	Range	Strength	Save	Wounds per hit
Fire Thrower	36"	5	-2	1

DARK ELF ARMY LIST

ARMY SELECTION

Characters	Up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
War Machines	Up to a quarter of the points value of the army
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army
Allies: Dark Elves may ally with Skaven, Chaos, Orcs and Goblins, and Undead.	



CHARACTERS

1 DARK ELF GENERAL 160 points

The general may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points), Cold One (+10) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
General	5	7	7	4	4	3	9	4	10
Elven Steed	9	3	0	3	3	1	4	1	5
Cold One	8	3	0	4	4	1	1	2	3

0-1 BATTLE STANDARD 98 points

The Army Standard Bearer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). May ride an Elven Steed (+3 points), Cold One (+10 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Battle Standard Bearer	5	5	5	4	3	1	7	2	8

HEROES Dark Elf 104 points

Witch Elf 130 points

A Hero may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). The Hero may ride an Elven Steed (+3 points), Cold One (+10 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Hero	5	6	6	4	4	2	8	3	9

CHAMPIONS Dark Elf 48 points

Witch Elf 60 points

Any regiment may include a Champion armed and equipped as the rest of the unit (see Equipment List for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Champion	5	5	5	4	3	1	7	2	8

DARK ELF SORCERER

Sorcerer	59 points
Champion Sorcerer	121 points
Master Sorcerer	219 points
Sorcerer Lord	328 points

A Dark Elf Sorcerer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven steed (+3 points), Cold One (+10 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Sorcerer	5	4	4	3	4	1	7	1	8
Champion Sorcerer	5	4	4	4	4	2	7	1	8
Master Sorcerer	5	4	4	4	4	3	8	2	8
Sorcerer Lord	5	4	4	4	4	4	9	3	9



REGIMENTS

COLD ONE RIDERS 38 points per model

Armed with Hand Weapon, Light Armour, Shield, riding Cold Ones. Any units may have Lances (+4 points), Crossbows (+6 points) or Repeating Crossbows (+8 points). Any unit may have a Magic Standard.

Profile	M	WS	BS	S	T	W	I	A	L
Rider	5	5	4	4	3	1	7	1	8
Cold One	8	3	0	4	4	1	1	2	3

DARK RIDERS 31 points per model

Armed with Hand Weapon, Light Armour, Shield, riding Elven Steeds. Any units may have Lances (+4 points), Crossbows (+6 points) Repeating Crossbows (+8 points) or Warhorse Barding (+8). Any unit may have a Magic Standard.

Profile	M	WS	BS	S	T	W	I	A	L
Rider	5	5	4	4	3	1	7	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

0-1 UNIT NAGGAROTH

BLACK GUARD 15 points per model
Armed with Halberd, Hand Weapon, Light Armour. The unit may have a Magic Standard.

Profile	M	WS	BS	S	T	W	I	A	L
Guards	5	5	4	4	3	1	7	1	8

WARHAMMER ARMIES

WITCH ELVES 14 points per model
Armed with 2 Hand Weapons and Light Armour. Any unit may have a Magic Standard.

Profile	M	WS	BS	S	T	W	I	A	L
Witch Elves	5	4	4	3	3	1	6	1	8

0-3 ASSASSINS 41 points per model
Any Dark Elf infantry unit may include a single Dark Elf Assassin. Rules for Assassins are included in the Battle Bestiary. Armed with 2 Hand Weapons and Light Armour

Profile	M	WS	BS	S	T	W	I	A	L
Assassin	5	9	9	4	4	1	10	2	10

DARK ELF WARRIORS 10 points per model
Armed with Hand Weapons, Light Armour. Any units may have Double-handed Weapons (+2 points) or Crossbows (+3) points or Repeating Crossbows (+4 points) or Shield (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Warrior	5	4	4	3	3	1	6	1	8

0-6 DARK ELF BEAST MASTERS 13 points per model
+cost of pack

Armed with Hand Weapon and Light Armour. Beast Master controls either a pack of Chaos Hounds (+16 points each) or Warhounds (+4 points each).

Profile	M	WS	BS	S	T	W	I	A	L
Beast Master	5	4	4	3	3	1	6	1	8
Chaos Hounds	6	4	0	4	4	1	4	2	6
War Hounds	6	3	0	3	3	1	4	1	6



WAR MACHINES

0-6 BOLT THROWERS 60 points each
Three crew armed with Hand Weapons and Light Armour.

Profile	M	WS	BS	S	T	W	I	A	L
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	5	4	4	3	3	1	6	1	8

Artillery Piece	Range	Strength	Save	Wounds per hit
Bolt Thrower	48"	5/-1 per rank	none	D4

ORC & GOBLIN ARMY

ARMY SELECTION

Characters	Up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
War Machines	Up to a quarter of the points value of the army
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army
Allies: Orcs and Goblins may ally with Chaos, Skaven or Dark Elves.	



CHARACTERS

1 WAR BOSS	Orc	110 points
	Goblin	50 points

The War Boss may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). An Orc may ride a Warboar (+8 points), a Goblin may ride a Giant Wolf (+4 points) and any general can ride a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Orc Lord	4	6	6	4	5	3	5	4	9
Goblin Lord	4	5	6	4	4	3	5	4	7
Black Orc	4	7	6	5	5	3	5	4	10
Warboar	7	4	0	3	4	1	3	1	3
Giant Wolf	9	4	0	3	3	1	3	1	3

0-1 BATTLE STANDARD	Orc	83
	Goblin	65
	Black Orc	92

The Battle Standard Bearer may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). An Orc may ride a Warboar (+8 points), a Goblin may ride a Giant Wolf (+4 points) and any model can ride a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Orc	4	4	4	4	4	1	3	2	7
Goblin	4	3	4	4	3	1	3	2	5
Black Orc	4	5	4	5	4	1	3	2	8

BIG BOSS ORCS AND GOBLINS Orc 72

Savage Orc 72

Goblin 33

Black Orc 91

A Big Boss may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). An Orc may ride a Warboar (+8 points), a Goblin may ride a Giant Wolf (+4 points) and any model can ride a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Orc/Savage Orc	4	5	5	4	5	2	4	3	8
Goblin	4	4	5	4	4	2	4	3	6
Black Orc	4	6	5	5	5	2	4	3	9

BOSS ORCS AND GOBLINS Orc 33

Savage Orc 33

Goblin 15

Black Orc 42

Any regiment may include a Champion (Boss) armed and equipped as the rest of the unit (see equipment list for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Orc/Savage Orc	4	4	4	4	4	1	3	2	7
Goblin	4	3	4	4	3	1	3	2	5
Black Orc	4	5	4	5	4	1	3	2	8

SHAMANS

Orc/Savage Orc Shamans

Shaman	56 points
Shaman Champion	116 points
Master Shaman	190 points
Shaman Lord	287 points

Goblin Shamans

Shaman	28 points
Shaman Champion	83 points
Master Shaman	159 points
Shaman Lord	253 points

A Shaman may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). An Orc may ride a Warboar (+8 points), a Goblin may ride a Giant Wolf (+4 points) and any model can ride a Monster (see Monster List).

Orc Shamans

Profile	M	WS	BS	S	T	W	I	A	L
Shaman	4	3	3	3	5	1	3	1	7
Champion Shaman	4	3	3	4	5	2	3	1	7
Master Shaman	4	3	3	4	5	3	4	2	7
Shaman Lord	4	3	3	4	5	4	5	3	8

Goblin Shamans

Profile	M	WS	BS	S	T	W	I	A	L
Shaman	4	2	3	3	4	1	3	1	5
Champion Shaman	4	2	3	4	4	2	3	1	5
Master Shaman	4	2	3	4	4	3	4	2	5
Shaman Lord	4	2	3	4	4	4	5	3	6

REGIMENTS

ORC BOAR BOYZ 27 points per model

Armed with Hand Weapon, Light Armour and Shield, riding a Warboar. Any models may have Spears (+2 points). Any unit may have a Magic Standard (see Magic List).

Profile	M	WS	BS	S	T	W	I	A	L
Orc	4	4	3	3	4	1	2	1	7
Warboar	7	4	0	3	4	1	3	1	3

ORC BOAR CHARIOTS 81 points per model

2 Crew armed with Hand Weapon and Light Armour, riding a chariot drawn by 2 War Boars. Any units may have additional crewmen (7 1/2 points), Shields (+1 point) or Short Bows (+1 point). Chariot may have scythed wheels (+20 points). One chariot may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Orc	4	3	3	3	4	1	2	1	7
Chariot	-	-	-	7	7	3	1	-	-
Warboar	7	4	0	3	4	1	3	1	3

GOBLIN WOLF RIDERS 9 points per model

Armed with Hand Weapon, riding a Wolf. Any units may have Spears (+1 point), Short Bows (+1 point), Light Armour (+2 points) or Shields (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Goblin	4	2	3	3	3	1	2	1	5
Wolf	9	4	0	3	3	1	3	1	3

GOBLIN WOLF CHARIOTS 65 points per model

2 Crew armed with Hand Weapon and Light Armour, riding a chariot drawn by 2 Wolves. Any units may have additional Wolf (+4 points), crewmen (+3 1/2 points), Shields (+1/2 point) or Short Bows (+1/2 point). Chariot may have scythed wheels (+20 points). One chariot may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Goblin	4	2	3	3	3	1	2	1	5
Chariot	-	-	-	7	7	3	1	-	-
Wolf	9	4	0	3	3	1	3	1	3

FOREST GOBLIN

GIANT SPIDER RIDERS 9 points per model

Armed with Hand Weapon, riding a Giant Spider. Any units may have Light Armour (+2 points) or Shields (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Goblin	4	2	3	3	3	1	2	1	5
Giant Spider	7	3	0	4	3	1	1	1	5

WARHAMMER ARMIES

ORC WARRIORS 5 1/2 points per model
Armed with Hand Weapon. Any units may have Double-handed Weapons (+2 points), Halberds (+2 points), additional Hand Weapons (+1 points), Bows (+2 points), Crossbows (+3 points), Light Armour (+2 points), Shields (+1 point) or Spears (+1 point). One unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Orc	4	3	3	3	4	1	2	1	7

BLACK ORCS 9 points per model
Armed with Hand Weapon, Light Armour. Any units may have Double-handed Weapons (+2 points), additional Hand Weapons (+1 point), Halberds (+2 points), Shields (+1 point) or Spears (+1 point). One unit may have a Magic Standard (See Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Black Orc	4	4	3	4	4	1	2	1	8

SAVAGE ORCS 5 1/2 points per model
Armed with Hand Weapon. Any units may have Double-handed Weapons (+2 points), additional Hand Weapons (+1 points), Bows (+2 points) or Shields (+1 points). One unit may have a Magic Standard (see Magic Standards).

Savage Orcs can *skirmish* (see Skirmishers in the Warhammer Rulebook).

Profile	M	WS	BS	S	T	W	I	A	L
Orc	4	3	3	3	4	1	2	1	7

GOBLINS 2 1/2 points per model
A unit may be Goblins, Night Goblins or Forest Goblins. Armed with Hand Weapon. Any units may have Double-handed Weapons (+1 points), Halberds (+1 points), Short Bows (+1/2 points), Spears (+1/2 points) Light Armour (+1 points) or Shields (+1/2 points). A unit may only have one weapon in addition to armour/shield. One unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Goblin	4	2	3	3	3	1	2	1	5

0-3 GOBLIN FANATICS

PER NIGHT GOBLIN UNIT 30 points per model
Any Night Goblin unit may include up to 3 Fanatics with ball and chain.

Profile	M	WS	BS	S	T	W	I	A	L
Goblin	4	2	3	3	3	1	2	1	5

SNOTLINGS 15 points per base

Profile	M	WS	BS	S	T	W	I	A	L
Snotling	4	2	2	1	1	3	3	3	4

TROLLS 65 points per model
If the army includes up to 5 Trolls these fight as a single unit. The unit does not have to be 5 models strong, it can be fewer if you wish. If the army has up to 10 Trolls they may be divided into 2 approximately equal sized units, if up to 15 they may be divided into 3 units, and so on.

Profile	M	WS	BS	S	T	W	I	A	L
Troll	6	3	1	5	4	3	1	3	4

GIANTS 200 points per model
Giants fight as single models in the same way as large monsters. Armed with a big blunt weapon and a bad attitude.

Profile	M	WS	BS	S	T	W	I	A	L
Giant	6	3	3	7	6	6	3	special	6

OGRES 40 points per model
Armed with Hand Weapon. Any units may have Double-handed Weapons (+2 points), additional Hand Weapons (+1 point), Shields (+1 point), Halberds (+2 points), Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Ogre	6	3	2	4	5	3	3	2	7

WAR MACHINES

SNOTLING PUMP WAGONS 40 points each
See the Chariot section of the Warhammer rulebook for rules.

Profile	M	WS	BS	S	T	W	I	A	L
Crew	4	2	2	1	1	3	3	3	4

BOLT THROWERS Orc Crew 46 1/2 points each
Goblin Crew 37 1/2 Points each

Three crew armed with Hand Weapons. Crew may have Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Bolt Thrower	-	-	-	-	7	3	-	-	-
Goblin crew	4	2	3	3	3	1	2	1	5
Orc Crew	4	3	3	3	4	1	2	1	7

Artillery Piece	Range	Strength	Save	Wounds per hit
Bolt Throwers	48"	5/-1 per rank	no save	D4

ORGAN GUN 60 1/2 points each
Three Goblin crew armed with Hand Weapons and Light Armour. New rules in preparation - use Volley Gun rules for now.

Profile	M	WS	BS	S	T	W	I	A	L
Goblin Crew	4	2	3	3	3	1	2	1	5
Organ Gun					7	2			

Artillery Piece	Range	Strength	Save	Wounds per hit
Organ Gun	24"	All hits cause 1 wound on D6 roll of 4+	none	1

STONE THROWERS Skull Crusher 66 1/2 points each
Man Mangler 96 1/2 points each

Three Orc crew armed with Hand Weapons.

Profile	M	WS	BS	S	T	W	I	A	L
Stone Thrower	-	-	-	-	7	3	-	-	-
Orc Crew	4	3	3	3	3	1	3	1	7

Artillery Piece	Range	Strength	Save	Wounds per hit
Skull Crusher	48"	7	none	D3
Man Mangler	60"	10	none	D6

THE CHAOS ARMY

ARMY SELECTION

Characters	Up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
Chaos Daemons	Up to half the points value of the army
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army
Allies: Chaos may ally with Skaven, Undead, Orcs and Goblins, Chaos Dwarfs and Dark Elves.	

CHARACTERS

1 CHAOS GENERAL	Chaos Lord	305 points
	Beastman Lord	260 points

The general may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). Any Chaos general may ride a Monster (see Monster List), a Daemonic Steed of his Chaos God (see Daemons section for profiles and points values) or a Chaos Steed (+4 points).

Profile	M	WS	BS	S	T	W	I	A	L
Chaos Lord	4	9	9	5	5	3	9	5	10
Beastman Lord	4	7	6	4	5	4	6	4	9
Chaos Steed	8	4	0	4	4	1	4	1	5

0-1 BATTLE STANDARD .	Chaos Champion	141 points
	Beastman Champion	100 points

The Army Standard Bearer may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). Any standard bearer may ride a Monster (see Monster List), a Daemonic Steed of his Chaos God (see Daemons section for profiles and points values), or a Chaos Steed (+4 points).

Profile	M	WS	BS	S	T	W	I	A	L
Chaos Champion	4	7	7	5	4	1	7	3	9
Beastman Champion	4	5	4	4	4	2	4	2	7

HEROES	Chaos Hero	193
	Beastman Hero	130
	Minotaur Hero	240
	Centaur Hero	220
	Dragon Ogre Hero	330

A Hero may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). A Beastman or Chaos Hero may ride a Monster (see Monster List), a Daemonic Steed of his Chaos God (see Daemons section for profiles and points values) or a Chaos Steed (+4 points). A Minotaur Hero may ride an appropriately large monster, but not a steed as they are too small.



Profile	M	WS	BS	S	T	W	I	A	L
Chaos Hero	4	8	8	5	5	2	8	4	10
Beastman Hero	4	6	5	4	5	3	5	3	8
Centaur Hero	8	5	6	5	4	3	5	4	8
Minotaur Hero	6	6	5	5	5	4	5	4	10
Dragon Ogre Hero	6	6	4	6	6	5	4	5	8

CHAMPIONS

Chaos Champion	91 points
Beastman Champion	60 points
Minotaur Champion	110 points
Centaur Champion	100 points
Dragon Ogre Champion	155 points

Any regiment may include a Champion of its own kind armed and equipped as the rest of the unit (see equipment list for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Chaos Champion	4	7	7	5	4	1	7	3	9
Beastman Champion	4	5	4	4	4	2	4	2	7
Centaur Champion	8	4	5	5	3	2	4	3	7
Minotaur Champion	6	5	4	5	4	3	4	3	9
Dragon Ogre Champion	6	5	3	6	5	4	3	4	7

CHAOS SORCERERS

Sorcerer	84 points
Champion Sorcerer	166 points
Master Sorcerer	240 points
Sorcerer Lord	356 points

BEASTMEN SHAMANS

Shaman	68 points
Champion Shaman	134 points
Master Shaman	225 points
Shaman Lord	336 points

A sorcerer/shaman may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). A Chaos Sorcerer may ride a Chaos Steed (+4 points). Any Sorcerer or Shaman may ride a Monster (see Monster List) or a Daemonic Steed of his Chaos God.

Profile	M	WS	BS	S	T	W	I	A	L
Sorcerer	4	6	6	4	5	1	7	2	9
Champion Sorcerer	4	6	6	5	5	2	7	2	9
Master Sorcerer	4	6	6	5	5	3	8	3	9
Sorcerer Lord	4	6	6	5	5	4	9	4	10

Profile	M	WS	BS	S	T	W	I	A	L
Shaman	4	4	3	3	5	2	4	1	7
Champion Shaman	4	4	3	4	5	3	4	1	7
Master Shaman	4	4	3	4	5	4	5	2	7
Shaman Lord	4	4	3	4	5	5	6	3	8



REGIMENTS

CHAOS KNIGHTS 54 points per model

Armed with Hand Weapon, Heavy Armour, Shield, riding a Chaos Steed. Any units may have a Lance (+4 points), Barding (+8 points). Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Chaos Knight	4	6	6	4	4	1	6	2	9
Chaos Steed	8	4	0	4	4	1	4	1	5

CHAOS WARRIORS 24 points per model

Armed with Hand Weapon and Heavy Armour. Any units may have Double-handed Weapons (+2 points), Halberds (+2 points), additional Hand Weapon (+1 point) or Shields (+1 point). Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Chaos Warriors	4	6	6	4	4	1	6	2	9

CHAOS CHARIOTS 108 points per model

Crew armed with Hand Weapon, Heavy Armour, Shield. Chariot drawn by two Chaos Steeds. Any crew may have Double-handed Weapons (+2 points), Halberd (+2 points), additional Hand Weapon (+1 point) or Bow (+2 points). Chariot may have scythed wheels (+20 points). One Chariot may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Crew	4	6	6	4	4	1	6	2	9
Chaos Chariot	-	-	-	-	7	3	-	-	-
Chaos Steed	8	4	0	4	4	1	4	1	5

CHAOS THUGS 5 points per model

Chaos Thugs are renegades from human society. Men armed with Hand Weapon. Any units may have Light Armour (+2 points) Double-handed Weapons (+2 points), Halberds (+2 points), Spears (+1 point), Heavy Armour (+3 points), Shields (+1 point), Bow (+2 points), additional Hand Weapon (+1 point), Pistols (+2 points), Flails (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Chaos Thug	4	3	3	3	3	1	3	1	7

BEASTMEN 10 points per model

Armed with Hand Weapon. Any units may have Double-handed Weapons (+2 points), Shields (+1 point), Halberds (+2 points), Light Armour (+2 points), Flails (+1 point), or additional Hand Weapons (+1 point). Any unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Beastman	4	4	3	3	4	2	3	1	7

CHAOS HOUNDS 16 points per model

Profile	M	WS	BS	S	T	W	I	A	L
Chaos Hounds	6	4	0	4	4	1	4	2	6

MINOTAURS 40 points per model

Armed with Hand Weapon. Any models may have Double-handed Weapons (+2 points), Light Armour (+2 points) or additional Hand Weapons (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Minotaur	6	4	3	4	4	3	3	2	9

DRAGON-OGRES 87 points per model

If the army includes up to 5 Dragon-Ogres they fight as a single unit. If there are 6-10 Dragon-Ogres they may fight as 2 units; if 11-15 they may fight in three units, and so on.

Profile	M	WS	BS	S	T	W	I	A	L
Dragon-Ogre	6	4	2	5	5	4	2	3	7

CENTAURS 33 points per model

Armed with Hand Weapon. Any units may have Double-handed Weapons (+2 points), Bows (+2 points) Shields (+1 point), Halberds (+2 points), Light Armour (+2 points), Flails (+1 point), Lances (+2 points) or additional Hand Weapons (+1 point). Any unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Centaur	8	3	4	4	3	2	3	2	7

GIANTS 200 points per model

Giants are large monsters and fight as individuals rather than in units.

Profile	M	WS	BS	S	T	W	I	A	L
Giant	6	3	3	7	6	6	3	special	6

OGRES 40 points per model

Armed with Hand Weapon. Any units may have Double-handed Weapons (+2 points), additional Hand Weapons (+1 point) Shields (+1 point), Halberds (+2 points), Light Armour (+2 points), Flails (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Ogre	6	3	2	4	5	3	3	2	7



CHAOS DAEMONS

Greater Daemons	Bloodthirster	300 points per model
	Keeper of Secrets	550 points per model
	Great Unclean One	550 points per model
	Lord of Change	500 points per model

Profile	M	WS	BS	S	T	W	I	A	L
Bloodthirster	6	10	10	8	7	10	8	10	10
Keeper of Secrets	6	9	10	7	7	8	7	6	10
Great Unclean One	4	7	7	7	8	10	4	7	10
Lord of Change	8	9	10	7	7	7	10	6	10

LESSER DAEMONS

Daemon units are bound by the same rules as other troops regarding unit size - units must contain at least 5 models. Juggernauts, Steeds of Slaanesh, and Tzeentch discs are Daemonic Steeds and may be bought as individual mounts for appropriate characters.

Bloodletter of Khorne	20 points per model
Flesh Hound of Khorne	35 points per model
Juggernaut of Khorne	70 points per model
Daemonette of Slaanesh	30 points per model
Fiend of Slaanesh	25 points per model
Steeds of Slaanesh	Double points cost of rider +5 points
Plaguebearer of Nurgle	20 points per model
Nurglings	30 points per model
Beasts of Nurgle	75 points per model
Pink Horrors of Tzeentch	25 points per model
Flamers of Tzeentch	30 points per model
Discs of Tzeentch	Double points cost of rider +4 points

Juggers, Steeds of Slaanesh and Discs of Tzeentch can be ridden by characters if they are Champions of the appropriate Chaos God. A Nurgle character can ride upon a Palanquin carried by a Nurgling base - this is costed as a Nurgling base and enables both Nurglings and rider to fight.

Profile	M	WS	BS	S	T	W	I	A	L
Bloodletter	4	5	5	4	3	1	6	2	10
Flesh Hound	10	5	0	5	4	2	6	1	10
Juggernaut	7	3	0	5	5	3	2	2	10
Daemonette	4	6	5	4	3	1	6	3	10
Fiend	6	3	0	3	3	1	3	3	8
Steed	12	3	0	4	5	1	6	1	10
Plaguebearer	4	5	5	4	3	1	6	2	10
Nurglings	4	3	3	3	3	3	4	3	7
Beasts	3	3	0	3	5	3	3	D6	6
Pink Horror	4	5	5	4	3	1	6	2	10
Blue Horror	4	3	3	3	3	1	7	1	10
Flamer	9	3	5	5	4	2	4	2	10
Disc	12	3	0	3	3	2	3	1	10

THE SKAVEN

ARMY SELECTION

Characters	Up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
Clan Skryre war teams	Up to a quarter of the points value of the army
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army
Allies: Skaven may ally with Orcs and Goblins, Chaos or Dark Elves.	

CHARACTERS

1 SKAVEN WARLORD GENERAL 90 points
The Warlord may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Warlord	5	6	6	4	4	3	7	4	7

0-1 BATTLE STANDARD 77 points
The Army Standard Bearer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Battle Standard Bearer	5	4	4	4	3	1	5	2	5

CHIEFTAINS 59 points

A Chieftain may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Chieftain	5	5	5	4	4	2	6	3	6

CHAMPIONS 27 points

Any regiment may include a Champion armed and equipped as the rest of the unit (see equipment list for points values).

Profile	M	WS	BS	S	T	W	I	A	L
Champion	5	4	4	4	3	1	5	2	5

SKAVEN WARLOCKS AND SEERS

Warlock Engineer	56 points
Warlock Champion	118 points
Warlock Master	190 points
Grey Seer	340 points

A Warlock or Seer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Warlock Engineer	5	3	3	3	4	1	4	1	5
Warlock Champion	5	3	3	4	4	2	4	1	6
Warlock Master	5	3	3	4	4	3	5	2	7
Grey Seer	5	6	6	4	4	4	7	4	7



REGIMENTS

CLANRAT WARRIORS 6 points per model

Armed with Hand Weapon, Light Armour and Shield. Any units may have Spears (+1/2 point).

Profile	M	WS	BS	S	T	W	I	A	L
Skaven	5	3	3	3	3	1	4	1	5

0-1 UNIT OF STORMVERMIN 9 1/2 points per model

Armed with Hand Weapon and Light Armour. The unit may have Double-handed Weapons (+2 points), Halberds (+2 points) or Shields (+1 point). The unit may have a Magic Standard (see Magic List).

Profile	M	WS	BS	S	T	W	I	A	L
Stormvermin	5	4	3	4	3	1	5	1	5

SLAVERATS 2 1/2 points per model

Armed with Hand Weapon. Any units may have Slings (+1/2 point) or Spears (+1/2 point) or Shields (+1/2 point).

Profile	M	WS	BS	S	T	W	I	A	L
Slaverat	5	2	2	3	3	1	4	1	4

0-1 UNIT OF GUTTER RUNNERS 12 points per model

Gutter Runners are a special unit of Clan Eshin troops. They are armed with Hand Weapon. The unit may have additional Hand Weapons (+1 point), Light Armour (+2 points), Throwing Stars (+1 point – count as Javelin), Slings (+1 point) or Shields (+1 point). Gutter Runners may *skirmish* as described in the Warhammer rulebook.

Profile	M	WS	BS	S	T	W	I	A	L
Gutter Runners	6	4	4	4	3	1	5	1	7

PLAGUE MONKS 6 points per model

Armed with Hand Weapon. Any units may have Light Armour (+2 points). Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Plague Monks	5	3	3	3	4	1	4	1	5

ASSASSINS 30 points per model

Up to 2 Clan Eshin Assassins may hide in any Skaven regiment listed above. They may not hide amongst Censer Bearers or Beast Packs.

Profile	M	WS	BS	S	T	W	I	A	L
Assassins	6	5	4	4	3	1	5	2	7

POISONED WIND GLOBADIERS 20 points per model

Up to 2 Clan Skryre Poison Wind Globadiers may be attached to any Skaven regiment, including Beast Packs and Plague Censers if you wish. Armed with Hand Weapon and Poison Wind Globes. Any model may have Light Armour (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Globadier	5	3	3	3	3	1	4	1	5

PLAGUE CENSER BEARERS 15 points per model

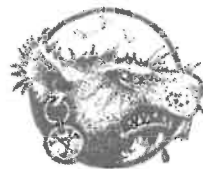
Plague Censer Bearers are armed with plague censers. They always fight in a loose skirmish formation as described in the Warhammer rulebook.

Profile	M	WS	BS	S	T	W	I	A	L
Censer Bearer	5	4	0	4	4	1	4	1	5

PACK MASTERS 10 points per model

Armed with Hand Weapon and Light Armour. Each Pack Master is accompanied by between 1 and 6 Giant Rats or Rat Ogres. Giant Rats (+2 1/2 points each) or Rat Ogres (+43 points each).

Profile	M	WS	BS	S	T	W	I	A	L
Pack Master	5	4	4	3	3	1	4	1	7
Giant Rat	6	2	0	3	3	1	3	1	4
Rat Ogre	6	4	0	5	5	3	5	2	5



WAR MACHINES

WARPFIRE THROWER 70 points each

A Warfire thrower has two crew armed with Hand Weapons and Light Armour. Warfire Throwers can either be attached to a regiment of Skaven (1 per unit) or organised into units of their own. A unit of Warfire Throwers does not have to be a minimum of 5 models it can be fewer if you wish. However, If the army contains 1-5 Warfire Throwers (other than those attached to units) they must be organised into a single unit of their own. If the army contains 6-10 Warfire Throwers they may be organised into 2 units, 11-15 can be organised into 3 units, and so on.

Profile	M	WS	BS	S	T	W	I	A	L
Skaven	4	3	3	3	3	1	4	1	5

Artillery Piece	Range	Strength	Save	Wounds per hit
Warfire Thrower	12"	5	-2	D3

JEZZAILS 30 points each

Two crew armed with Hand Weapon. If the army includes up to 5 Jezzails these fight as a single unit. The unit does not have to be 5 models strong, it can be fewer if you wish. If the army has up to 10 Jezzails they may be divided into 2 approximately equal sized units, if up to 15 they may be divided into 3 units, and so on.

Profile	M	WS	BS	S	T	W	I	A	L
Skaven	5	3	3	3	3	1	4	1	5

Artillery Piece	Range	Strength	Save	Wounds per hit
Warlock Jezzail	36"	5	-3	D3

UNDEAD ARMY

ARMY SELECTION

Characters	Up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
War Machines	Up to a quarter of the points value of the army
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army
Allies: Undead may ally with Chaos and Dark Elves	



CHARACTERS

1 UNDEAD GENERAL.....Necromancer Lord	410 points
Liche	350 points
Vampire	250 points

The general may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Skeletal Steed (+2 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Necromancer Lord	4	7	7	5	4	4	6	5	10
Vampire	6	8	6	7	6	4	9	4	10
Liche	4	7	7	5	4	4	6	5	10
Skeletal Steed	8	2	0	3	3	1	2	1	5

0-1 UNDEAD BATTLE STANDARD 87 points

The Battle Standard bearer is a Wight. He may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Skeletal Steed (+2 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Wight Battle Standard Bearer	4	3	0	3	4	3	3	1	8

NECROMANCERS Necromancer	68 points
Necromancer Champions	163 points
Master Necromancer	278 points

A Necromancer may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for points values). He may ride a Skeletal Steed (+2 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Necromancer	4	4	4	4	3	1	3	2	8
Necr. Champion	4	5	5	4	3	2	4	3	9
Necr. Master	4	6	6	5	4	3	5	4	9

UNDEAD CHAMPION 37 points

Any regiment of Skeletons or Zombies may be led by a Wight as its Undead Champion. This includes Undead Horsemen and Chariots. Wights may also fight in units of their own kind as described in the Regiment section. The Wight is not armed identically to his unit as are other Champions. He may have Heavy Armour (+3 points), Light Armour (+2 points), Shield (+1 point) and may ride a Skeletal Steed if leading a unit of Undead Horsemen (+2 points). He is armed with a Wight Blade.

Profile	M	WS	BS	S	T	W	I	A	L
Wight	4	3	0	3	4	3	3	1	8



REGIMENTS

SKELETON HORSEMEN 18 points per model

Armed with Hand Weapon, riding an Undead Horse. Any units may have Light Armour (+4 points), Bows (+4 points), Lance (+4 points) or Shields (+2 points). Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Skeleton Horseman	4	2	2	3	3	1	2	1	5
Skeletal Steed	8	2	0	3	3	1	2	1	5

UNDEAD CHARIOTS 70 points per model

Two Skeleton crew armed with Hand Weapon, riding a chariot drawn by two Undead Horses. Any crew may have Light Armour (+4 points), Bows (+4 points), Scythed wheels (+20 points) or Shields (+2 points). One chariot may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Skeleton Crew	4	2	2	3	3	1	2	1	5
Skeletal Steed	8	2	0	3	3	1	2	1	5

SKELETON WARRIORS 8 points per model

Armed with Hand Weapon. Any units may have Light Armour (+2 points), Bows (+2 points), Shields (+1 points), Spears (+1 point) Double-handed Weapons (scythes +2 points), or Crossbows (+3 points). Any units may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Skeleton Warrior	4	2	2	3	3	1	2	1	5

ZOMBIES 4 points per model

Armed with Hand Weapon. Any models may have Light Armour (+1 point), Shields (+1/2 point) or Double-handed Weapons (+1 point).

Profile	M	WS	BS	S	T	W	I	A	L
Zombie	4	2	0	3	3	1	1	1	5

WARHAMMER ARMIES

MUMMIES 45 points per model

Profile	M	WS	BS	S	T	W	I	A	L
Mummy	3	3	0	4	5	4	3	2	8

GHOULS 8 points per model

Profile	M	WS	BS	S	T	W	I	A	L
Ghoul	4	2	0	3	4	1	3	2	5

CARRION 45 points per model

If the army includes up to 5 Carrion these fight as a single unit. The unit does not have to be 5 models strong, it can be fewer if you wish. If the army has up to 10 Carrion they may be divided into 2 approximately equal sized units, if up to 15 they may be divided into 3 units, and so on.

Profile	M	WS	BS	S	T	W	I	A	L
Carrion and rider	4	3	0	3	3	2	4	3+	7

WRAITHS 75 points per model

If the army includes up to 5 Wraiths these fight as a single unit. The unit does not have to be 5 models strong, it can be fewer if you wish. If the army has up to 10 Wraiths they may be divided into 2 approximately equal sized units, if up to 15 they may be divided into 3 units, and so on.

Profile	M	WS	BS	S	T	W	I	A	L
Wraith	4	3	0	3	4	3	3	2	5

WIGHTS 37 points per model

Profile	M	WS	BS	S	T	W	I	A	L
Wight	4	3	0	3	4	3	3	1	8

GHOSTS 35 points per model

Profile	M	WS	BS	S	T	W	I	A	L
Ghost	4	2	0	0	3	3	3	1	5



WAR MACHINES

SCREAMING SKULL CATAPULTS 74 points each

Three crew armed with Hand Weapons. Undead catapults fire screaming skulls. A unit which takes casualties from an Undead Catapult must take a panic test immediately.

Profile	M	WS	BS	S	T	W	I	A	L
Crew	4	2	2	3	3	1	2	1	5
Catapult					7	3			

Artillery Piece	Range	Strength	Save	Wounds per hit
Catapult	48"	7	none	D3

WOOD ELF ARMY

ARMY SELECTION

Characters	Up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
War Machines	Wood Elves do not use them
Monsters	Up to a quarter of the points value of the army
Allies	Up to a quarter of the points value of the army
Allies: Wood Elves may ally with High Elves, Dwarfs, Bretonnians or the Empire.	



CHARACTERS

1 ELF GENERAL 160 points

The general may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
General	5	7	7	4	4	3	9	4	10
Elven Steed	9	3	0	3	3	1	4	1	5

0-1 BATTLE STANDARD 98 points

The Army Standard Bearer may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Army Standard Bearer	5	5	5	4	3	1	7	2	8

WARHAMMER ARMIES

HEROES 104 points

A Hero may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Hero	5	6	6	4	4	2	8	3	9

CHAMPIONS Champion 48 points

Beastmaster Champion 78 points

Any regiment may include a Champion armed and equipped as the rest of the unit (see Equipment List for points values). A Beastmaster Champion must accompany Beastmasters, a Beastmaster unit can only have a Beastmaster Champion not any other kind of Champion. A Beastmaster Champion may be accompanied by a beast (see Beastmasters).

Profile	M	WS	BS	S	T	W	I	A	L
Champion	5	5	5	4	3	1	7	2	8
Beastmaster Champion	5	5	5	5	4	1	7	3	8

ELVEN MAGES

Mage	59 points
Mage Champion	121 points
Master Mage	219 points
Mage Lord	328 points

A mage may be armed with any combination of weapons/armour allowed to any of the troop types in this list (see Equipment List for points values). He may ride an Elven Steed (+3 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	L
Mage	5	4	4	3	4	1	7	1	8
Mage Champion	5	4	4	4	4	2	7	1	8
Master Mage	5	4	4	4	4	3	8	2	8
Mage Lord	5	4	4	4	4	4	9	3	9



REGIMENTS

CHARIOTS 82 points each

Chariot drawn by 4 Elven Steeds. 2 crew armed with Hand Weapon, Light Armour. Crew models may have Shields (+1 point), Bows (+2 points) or Spears (+1 point). Chariots may have scythed wheels (+20 points). One chariot may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Crew	5	4	4	3	3	1	6	1	8
Elven Steed	9	3	0	3	3	1	4	1	5
Chariot	-	-	-	-	7	3	-	-	-

ELF KNIGHTS 25 points per model

Armed with Hand Weapon, Light Armour, riding an Elven Steed. Any units may have Lances (+4 points), Shields (+2 points), Bows (+4 points) or Barding (+8 points). Any unit may have a magic standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	L
Cavalry	5	5	4	3	3	1	6	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

WARDANCERS 20 points per model

Armed with Hand Weapons. Any units may have additional Hand Weapon (+1 point), Double-handed Weapon (+2 points), Spears (+1 point), Shields (+1 point) or Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Wardancer	5	5	5	3	3	1	6	1	8

ELVEN WARRIORS 8 points per model

Armed with Hand Weapons. Any units may have Double-handed Weapons (+2 points), Spears (+1 points), Shields (+1 point), additional Hand Weapon (+1 point), Longbows (+3 points) or Light Armour (+2 points).

Profile	M	WS	BS	S	T	W	I	A	L
Warriors	5	4	4	3	3	1	6	1	8

WOOD ELF SCOUTS 16 points per model

Armed with Hand Weapons and Longbows. Wood Elf Scouts may skirmish.

Profile	M	WS	BS	S	T	W	I	A	L
Scout	5	5	5	3	3	1	6	1	8

0-6 BEAST MASTERS 13 points each

Armed with Hand Weapon and Light Armour, each controlling 1 beast which can be: Bears (+30 points each), Wild Hogs (+8 points each), Wild Cats (+18 points each) or Hunting Dogs (+18 points each). Beastmasters and beasts fight as a single unit regardless of numbers. A unit does not have to be a minimum of 5 models, it can be as few as 2 (1 Beast Master and 1 Beast).

Profile	M	WS	BS	S	T	W	I	A	L
Beast Master	5	4	4	4	4	1	6	2	8
Bear	4	3	0	5	5	2	3	2	6
Wild Hog	7	4	0	3	4	1	3	1	3
Wild Cat	8	4	0	4	3	1	4	2	4
Hunting Dog	8	4	0	3	4	1	4	2	4

0-6 TREEMEN 280 points each

Treemen are large monsters and they may fight as individual models in the same way as characters and other large monsters. They do not have to form units.

Profile	M	WS	BS	S	T	W	I	A	L
Treeman	6	8	3	6	7	6	2	4	9



MONSTERS

The large monsters in this list can be used by any army as mounts for characters or for single monsters. Some monsters are restricted to specific armies as indicated.

DRAGON

Dragon 450 points

Great Dragon 600 points

Emperor Dragon 750 points

May be used by any armies.

Profile	M	WS	BS	S	T	W	I	A	L
Dragon	6	6	0	6	6	7	8	7	7
Great Dragon	6	7	0	7	7	8	7	8	8
Emperor Dragon	6	8	0	8	8	9	6	9	9

GREAT EAGLE 75 points

May be used by Wood Elf and High Elf armies.

Profile	M	WS	BS	S	T	W	I	A	L
Eagle	2	7	0	5	4	3	5	2	8

CHIMERA 250 points

Profile	M	WS	BS	S	T	W	I	A	L
Chimera	6	4	0	7	6	6	4	6	8

COCKATRICE 150 points

Profile	M	WS	BS	S	T	W	I	A	L
Cockatrice	4	3	0	4	4	2	4	3	6

GORGON 110 points

May be used by Chaos and Dark Elf armies

Profile	M	WS	BS	S	T	W	I	A	L
Gorgon	4	2	3	3	3	3	5	1	9

GRIFFON 150 points

Profile	M	WS	BS	S	T	W	I	A	L
Griffon	6	5	0	6	5	5	7	4	8

HARPY 15 points

May be used by Chaos and Dark Elf armies. Harpies fight in units of at least 5 models.

Profile	M	WS	BS	S	T	W	I	A	L
Harpy	4	4	0	4	4	2	2	1	6

HIPPOGRIFF 145 points

Profile	M	WS	BS	S	T	W	I	A	L
Hippogriff	8	5	0	6	5	5	6	3	8

HYDRA 225 points

Profile	M	WS	BS	S	T	W	I	A	L
Hydra	6	3	0	5	6	7	3	5	6

GIGANTIC SPIDER 45 points

Profile	M	WS	BS	S	T	W	I	A	L
Gigantic Spider	5	3	0	5	4	4	1	2	7

MANTICORE 200 points

Profile	M	WS	BS	S	T	W	I	A	L
Manticore	6	6	0	7	7	5	4	4	8

WYVERN 180 points

Profile	M	WS	BS	S	T	W	I	A	L
Wyvern	6	5	0	5	6	4	4	3	5

GIANT SCORPION 45 points

Profile	M	WS	BS	S	T	W	I	A	L
Giant Scorpion	5	3	0	5	4	4	1	2	7

PEGASUS 75 points

Profile	M	WS	BS	S	T	W	I	A	L
Pegasus	8	3	0	4	4	3	4	2	5

UNICORN 90 points

May be used by Wood Elf or High Elf armies.

Profile	M	WS	BS	S	T	W	I	A	L
Unicorn	9	5	0	4	4	3	4	2	9

SWARMS 100 points

Profile	M	WS	BS	S	T	W	I	A	L
Rats	6	3	0	3	2	5	1	5	10
Frogs	4	3	0	3	2	5	1	5	10
Lizards	4	3	0	3	2	5	1	5	10
Bats	8	3	0	3	2	5	1	5	10
Serpents	3	3	0	4	2	5	1	5	10
Insects/Spiders	4	3	0	3	2	5	1	5	10
Scorpions	4	3	0	4	2	5	1	5	10

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